

A VIDEO GAME CARTRIDGE FROM  
THE PARKER BROTHERS

# STAR WARS

## THE ARCADE GAME

FOR THE ATARI 5200™ GAME SYSTEM

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## **BLAST**

To score as many points as possible by destroying a relentless swarm of IMPERIAL TIC FIGHTERS, a barrage of deadly fireballs, and a mass of sinister laser towers before finally blasting the Infernal DEATH STAR from existence.

## **SETTING THE CONSOLE CONTROLS**

1. Place the cartridge firmly into the cartridge slot at the top of the Atari 2600 unit.
2. Press the ON/OFF switch to ON.
3. Then, choose **GAME** (difficulty level) 1, 2, or 3 by pressing the corresponding number on the joystick keypad.
4. Press the **START** button or the Fire buttons on the joystick controller to begin playing.

## **THE JOYSTICK CONTROLLER**

Because this is a one-player game, plug the joystick controller into the jack labeled "1."

The joystick operates much like the flight controls of an X-WING FIGHTER. To gain altitude (fly upwards), pull **BACKWARDS** on the joystick. To dive (fly downwards), push **FORWARDS** on the joystick. To fly left or right, simply move the joystick in those directions.

Press the lower Fire buttons on either side of the joystick controller to fire your **PROTON TORPEDOES**. Holding down the Fire buttons will not produce repeat fire succession.

## **PAUSE FEATURE**

At any time during the game, you may "freeze" the action on the screen by pressing the **PAUSE** button on the joystick controller. To begin the action again, simply press the **PAUSE** button or the Fire buttons.

Fire Buttons



## **PLAYING**

In this game, there are increasing WAVES of difficulty. Each WAVE features 3 Rounds (except for WAVE 1). The rounds involve: (1) destroying fireballs and shooting down TIE FIGHTERS patrolling the DEATH STAR, (2) blasting fireballs and the tops off of LASER TOWERS along the surface of the DEATH STAR, and (3) destroying fireballs while avoiding CATWALKS in the DEATH STAR's EQUATORIAL TRENCH. It's in this last round that you must also hit the MAIN REACTOR PORT on the floor of the TRENCH with a PROTON TORPEDO to destroy the DEATH STAR completely!

You'll begin the game at WAVE 1, Round 1 with 9 energy shields. Each time you successfully complete a WAVE, you'll automatically advance to the next and more difficult one with your remaining number of energy shields—plus 3 additional energy shields (NOTE: the maximum number of energy shields you can have at one time is 9). When you lose all 9 energy shields, and are hit by a fireball, tower, or CATWALK, the game ends and you must begin again. MAY THE FORCE BE WITH YOU!

## **SHOOTING IMPERIAL TIE FIGHTERS**

### **Round #1**

The IMPERIAL FLEET approaches! Their mission—to protect the DEATH STAR at all costs. These TIE FIGHTERS are armed with deadly fireballs. It's up to you to blast as many TIE FIGHTERS and fireballs as possible in order to gain the most points. Each time a fireball impacts your ship, you lose 1 energy shield. Survive this round and advance to the next one with your remaining number of energy shields.

## **BLASTING LASER TOWERS**

### **Round #2**

You've made it past the **IMPERIAL FLEET** and now you're streaking across the surface of the **DEATH STAR**. Suddenly, you're caught in a maze of sinister-looking **LASER TOWERS** that rise into the darkness of space. You'll have to do some fancy flying if you're to avoid hitting them with your **XWING FIGHTER**. Set your sights on the tops of these towers as you fly by and try to blast them with your **TORPEDOES**. For each tower top you hit, you gain extra points.

And by the way, keep an eye open for those deadly fireballs. They're still out there (and after your ship)! Destroy them for extra points, too. Each time a fireball hits your ship, or you hit a tower, you lose 1 energy shield.

Survive this round and advance to the next one with your remaining number of energy shields.

## **SURVIVING THE EQUATORIAL TRENCH**

### **Round #3**

Beyond the **LASER TOWERS** lies the **DEATH STAR**'s **EQUATORIAL TRENCH**. Once you're in it, get ready to fly like you've never flown before! As if the attacking fireballs aren't enough, there are all sorts of **CATWALKS** to avoid as you speed through this narrow passageway. Fly over, under, and around them—just don't hit them. Each time you do, or if you're hit by a fireball, you lose an energy shield. Destroy fireballs along the way for extra points or, better yet, **LOSE THE FORCE**!

When you've made it past all these **CATWALKS**, keep an eye on the **TRENCH**'s floor. When you see the **MAIN REACTOR PORT** (or the **PROTON TORPEDOES**), make a direct hit and **DEATH STAR** explodes! The **REBEL BASE** is once again safe from the forces of the **EMPIRE**.

Survive this round and advance to the next round with your remaining number of energy shields—plus bonus shields.

## **END OF WAVE**

Each **WAVE** ends when you successfully complete all 3 rounds.

## **WAVE SELECTION & PROGRESSION**

After turning the game **ON**, you may select **WAVE** 1 through 3 to begin playing by pressing the corresponding number on the joystick keypad. The **WAVE** number will appear in the upper, right-hand side of the screen. You cannot select **WAVE** 3 and up; you must advance **WAVE** 3 to advance to **WAVE** 4, and so on.

| <b>WAVE #</b> | <b>ACTION</b>                                                                     |
|---------------|-----------------------------------------------------------------------------------|
| 1             | <b>EASY</b><br>No Round #2<br>No <b>CATWALK</b> in <b>EQUATORIAL TRENCH</b>       |
| 2             | <b>MEDIUM</b><br>Round #2 begins<br>No <b>CATWALK</b> in <b>EQUATORIAL TRENCH</b> |
| 3 & up        | <b>HARD</b><br><b>CATWALKS</b>                                                    |

## **END OF GAME**

The game ends when you run out of **ENERGY SHIELDS** and are hit by a **Breball**, **tower**, or **CATWALK**. To play again, press the **RESET** button. Then, follow the steps described in the **SETTING THE CONSOLE CONTROLS** section to begin playing.

## **SCORING**

### **Destroying:**

**THE FIGHTERS** ..... 1,500 points

**Platforms** ..... 30 points

### **Laser Tower Tops**

200 points are earned for destroying the first Laser Tower top. Thereafter, each subsequent Tower top is worth an additional 200 points.

**EXAMPLE:** the first Tower top destroyed is worth 200 points. The second Tower top destroyed is worth 400 points, and so on.

Destroying all Laser Tower tops ..... 90,000 bonus points

### Bonus Points and Energy Shields for Destroying the Death Star

The number of bonus points earned for destroying the DEATH STAR depends upon the WAVE number at which you begin the game.

Start on WAVE 1

| Wave   | Bonus   |
|--------|---------|
| 1-3    | 10,000  |
| 4-5    | 65,000  |
| 6 & up | 150,000 |

Start on WAVE 2

| Wave   | Bonus   |
|--------|---------|
| 2-5    | 65,000  |
| 6 & up | 150,000 |

Start on WAVE 3

| Wave   | Bonus   |
|--------|---------|
| 3 & up | 150,000 |

Whenever you destroy the DEATH STAR, you'll earn 5,000 points for each remaining energy shield—plus 3 bonus shields.

### BONUS POINTS USING THE FORCE

Depending upon which WAVE you are playing, you will earn bonus points when you destroy the DEATH STAR using THE FORCE.

| Wave   | Bonus   |
|--------|---------|
| 1      | 5,000   |
| 2      | 10,000  |
| 3      | 15,000  |
| 4      | 20,000  |
| 5      | 50,000  |
| 6 & up | 100,000 |

## IMPARKER BROTHERS

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